

Country		Points			
Barbed Wire		5			
Obstacle - 1939					
		Target	0-1	2-4	5-8
Speed	Defense	Infantry	-	-	-
-	-	Vehicle	-	-	-
Rules:					
Infantry units may only enter a hex with Barbed Wire if they roll a 4+ movement roll.					
Set		Rarity		Number	
Name		Rating		#/#	

Country		Points			
Minefield		12			
Obstacle - 1939					
		Target	0-1	2-4	5-8
Speed	Defense	Infantry	-	-	-
-	-	Vehicle	-	-	-
Rules:					
Anytime a non-Aircraft unit enters a hex with Minefield, roll a d6. On a 3+ the unit suffers 1 damage. On a 5+ the unit suffers 2 damage instead. This happens to both friend and foe.					
Set		Rarity		Number	
Name		Rating		#/#	

Country		Points			
Pillbox		6			
Obstacle - 1939					
		Target	0-1	2-4	5-8
Speed	Defense	Infantry	-	-	-
-	-	Vehicle	-	-	-
Rules:					
Infantry units in a hex with a Pillbox gain +1 defense die.					
Set		Rarity		Number	
Name		Rating		#/#	

Country		Points			
Tank Obstacle		5			
Obstacle - 1939					
		Target	0-1	2-4	5-8
Speed	Defense	Infantry	-	-	-
-	-	Vehicle	-	-	-
Rules:					
Vehicles may only enter a hex with a Tank Obstacle if they roll a 4+ movement roll.					
Set		Rarity		Number	
Name		Rating		#/#	

Country		Points			
Headquarters		-			
Objective Marker - 1939					
		Target	0-1	2-4	5-8
Speed	Defense	Infantry	-	-	-
-	-	Vehicle	-	-	-
Rules:					
Each Officer model in this hex gains Initiative +# x2 instead of their normal Initiative +#.					
Set		Rarity		Number	
Name		Rating		#/#	

Country		Points			
Fuel Depot		-			
Objective Marker - 1939					
		Target	0-1	2-4	5-8
Speed	Defense	Infantry	-	-	-
-	-	Vehicle	-	-	-
Rules:					
Any Vehicle that starts, ends, or passes through this hex gains Speed +1 and may reroll movement rolls until the end of the turn.					
Set		Rarity		Number	
Name		Rating		#/#	

Country

**Ammo Dump**

Points

-

Objective Marker - 1939

		Target	0-1	2-4	5-8
Speed	Defense	Infantry	-	-	-
-	-	Vehicle	-	-	-

Rules:

One unit in this hex may reroll 1s on their attack dice. This reroll cannot trigger additional rerolls, or allow a die that has already been rerolled to be rerolled again.

Set

Name

Rarity

Rating

Number

#/#